
Title: Squire Rule Book

Author: Eleisa Blackstar

Greetings Moor
Initiate! In this book
lies the rules for your
Squire's Test. Follow
them and soon you
will wear the colors of
a Moor Squire!

1. You are to tell no
one that you are
testing or questing.

2. You are to share
with no one below the
rank of Squire the
contents or elements

of this test AFTER
you have taken it. (and
never with anyone
below Squire before
or after).

3. Honesty, being a
virtue, holds that you

will complete each
section of this test as
it is written, without
help from anyone
other than those
specified in the quest
books.

4. Quests are to be
done in the order that
they appear within
the bag, starting on the
top row and working
across. You should
begin with (Yellow)
Compassion and end

with (white)
Spirituality for part I
of the test. Begin
with Justice (green)
and end with
Humility (black) for
part II .
And in any other case,

always go left to right
top then bottom.

5. You are to return all
quest books and other
items in the bags to
Blackwell, or
another designated

Moor when
your test is complete.
If the testing
materials are not
returned completed
you will not be
promoted to Squire.

6. You will be given a
set amount of time to
complete the entire
test. (Up to 2 weeks
for part one. Part two
will be scheduled
between you and
Blackwell and can take

2-4 days to
complete) If you have
trouble, due to a
computer error, game
downtime or other
incident beyond your
control, please contact
Blackwell so that

the
time can be adjusted
accordingly.

7. If you have a
question during
your test please send
an ICQ to Blackwell.

8. Part one, the first
4 quests may be
completed on either

the Trammel OR
Felucca side, at your
choice. Part 2 will
take place in both

Trammel and Felucca.

You will be given a
moonstone for the
Felucca part of the
test when the time
comes, or you may
now use the public
moongates to change

facets.

Good LUCK!!!
And Safe Journies!